

GAME BOY **COLOR** OFFICIAL ALWAYS FIRST
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GAME BOY™

OFFICIAL MAGAZINE

GAME BOY
COLOR

- ✓ New Game Boy exclusives
- ✓ All new GB games reviewed
- ✓ GB accessories tested
- ✓ The most GB tips
- ✓ Best GB news

FREE!

Mickey's Speedway

Disney's dynamo
hits the USA on
your GB Color



TILT 'N' TUMBLE

Ace shots of Kirby's
awesome new quest



LION KING **p7**
Simba roars
back to the jungle

SCOOBY DOO **p8**
Cool cartoon caper
with ABC's top dog



GameBoy Reviews

✓ We promise every game has been tested by our expert players. They tell you what they really think and won't score a game high they wouldn't want to play themselves...

How they score

0-44 Real rubbish
45-64 Still not worth playing
65-79 Nothing too special
80-89 Pretty good, but not exactly great
90-100 Amazing game you must play!

Awesome

Our Awesome award is only given to games we love and think you really must play. It's only ever given to games that score over 90%.



GAME BOY **COLOR**

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Scooby Doo! Classic Creep Copers p8

Game Info

By: **Nintendo**
Price: **£24.99**
Release: **Out Now**



Mickey's Speedway USA



The house of mouse is out on the open road and tearing up America in the road trip of a lifetime...



Mickey's motorin'!

The mighty mouse doesn't stay away from Planet Nintendo for long y'know, so get set for another hysterical racer with Uncle Walt's wonders.

The whole Disney camp are back behind the wheel for some more crazy carting fun, taking in the sights and sounds of the good old US of A.

Following the same winning formula as the awesome Nintendo 64 version, this cartoon racer sees you on a mission to find and catch the evil Weasels.

With slick, speedy excitement from State to State, it'll take some demon driving and mental moves to take the chequered flag and save your pal Pluto.



▲ Whether you want some Mickey magic or prefer grouchy old Donald, the whole gang's here for you to choose.



▲ Pick your cart and get racing across America. Just do anything you can to finish first... show no mercy!

LOOKS Bursting with colour at every turn, the tracks look top class and Disney fans will go bananas when they see Mickey.

Mouse with a mission

Make no mistake, Mickey's arch enemies, the Weasels, are bad news and they're up to their old tricks again.

Pluto has been swiped from his cosy kennel by the dastardly gang and you've got to hound them outta town.

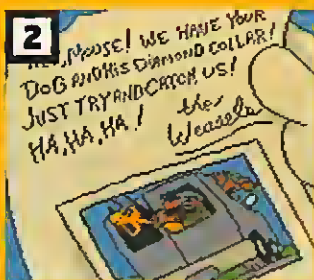
They've not only got away with your pooch, but have nabbed his priceless diamond collar and want to make a quick buck.

With the punks making a quick getaway you'll need to call on the help of Donald, Daisy, Goofy and Minnie to save your mutt.

It's not gonna be an easy ride though as hazards await you on every course and only the best can take the chequered flag.



1 Down at the bottom of the garden Mickey starts his daily routine giving Pluto his breakfast. But wait! Pluto's kennel is empty and nailed to the side is a note from the nasty Weasels gang...



2 In the dead of night, the evil Weasels snatched poor Pluto from his cosy basket and have done a runner in their getaway van. With Pluto's precious diamond collar gone too you'd better get after them!



3 Mayday, mayday! You aren't going to catch the Weasels on your own, so there's only one thing left to do. Better pick up the dog 'n' bone and dial your buddies. Remember Ludwig Von Drake is on hand to soup on your motor and offer plenty of racing advice.

Game plan

Mickey's second cart offering on the Game Boy Color is sound as a pound and will guarantee all you speed freaks a grand outing.

Rare's sizzling racer looks a treat and with a hat full of options to pick from it'll guarantee you hours of racing fun as you take on the Weasels.

Whether you've got what it takes to go it alone or race a friend in a link up, needle busting, head to head, there's plenty for you to choose from.

It might look like a kids game, but it's serious business out there on the track and boy are you gonna have fun finding those secrets...



One Player

The chase is on to find the Weasels as you take on five wacky levels from Traffic Troubles to Freewayphobia. With three difficulty settings, each competition consists of four tracks with more twists and turns than a Harry Potter book. Can you cut it in the big league?



School

Complete Ludwig Von Drake's driving tests and beat the clock for a gleaming medal. Don't make a mistake though or you'll be penalised and you'll need every second you can get.



Time Trial

Learn the tracks and record some unbeatable times. Beat 20 of them to unlock a class secret. Wanna know what it is? Better get racing and find out then, speed freaks!

Mirror, signal, manoeuvre

Mickey's American quest is a tough game to crack but, thanks to a neat little training session before you hit the road, you'll soon make mincemeat of the opposition.

Down at the Driving School, madcap inventor Ludwig Von Drake has set up a few tasks on his test track for you to try.

Everything's against the clock, so you'll need to whip round those bends while staying in complete control of your motor at all times.

Check 'em out...



Parking

Your aim Drive into the parking space, wait for the lights to turn green and go for the line. Not too hard this one...
NOM Record 16.95 seconds

Reversing

Your aim Spin up and reverse into the small parking bay. Hit the gas all the way to the line when the lights turn green.
NOM Record 16.25 seconds



Slalom

Your aim Weave through the cones to the other end. Hit one cone and you'll earn yourself a nasty five second penalty.
NOM Record 12.70 seconds



Figure Eight

Your aim Again, drive in and out the cones, but this time turn at the end and give them another go. Steady, now!
NOM Record 22.97 seconds



Slalom Parking

Your aim Take on the cones for a third time and reverse park into the yellow space. The hardest challenge of the lot.
NOM Record 21.04 seconds

Speed strips

Like the N64 version, the GB game has a varied range of environments to race on.

The early tracks are a breeze as you take on Los Angeles and the heat of the Grand Canyon.

Later, you'll compete against the elements as you race across chilly Montana and Colorado.

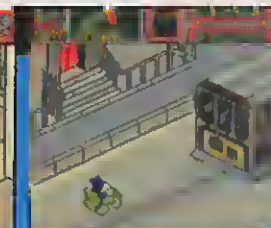
You'll even get the chance to zip across the White House lawn!



▲ This rickety old bridge down in the Grand Canyon is an accident blackspot. Keep away from the sides.



▲ It's as much America as apple pie and the Fourth of July. You can even race through the White House!



▲ San Francisco is packed with steep climbs and speedy drops, so watch out for the trams!

Mickey Mouse Club

When one of the Disney gang's in trouble you can count on their pals to get them out of a scrape.

In Mickey's Speedway USA all your faves turn out for a piece of the action and they're all there for you to choose.

Each one has various degrees of speed, acceleration, handling and strength, to help you out down on the tricky tracks.

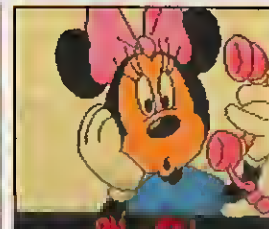
There are even some hidden racers to locate, but you'll need to be a Michael Schumacher in the making if you want to find them.

Everyone will have their own favourites, but to give your choice a head start, let's take each driver for a test drive and see who's got the staying power...



Mickey

The world's most favourite mouse has got a good top end and his road handling is decent. Just don't expect him to fly from the starting line.



Minnie

Don't let Minnie's cute looks deceive you as she's got amazing handling and sticks to the road like glue. She's a bit of a lightweight, though.



Donald

Old cranky pants is a lot like Mickey. He won't break the sound barrier and he can often hit the skids too often, but he's a good starting driver.



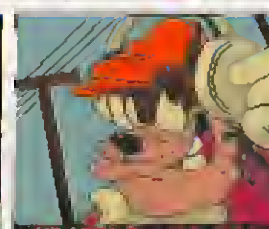
Daisy

This lady's motor is packed with power and can motor when the lights go green. Watch out for Pete as his giant bulk will send her spinning.



Goofy

He might be a couple of sandwiches short of a picnic, but his cart motors when you hit top end and he won't be shoved around either.



Pete

If you want a hard, fast motor mouth, this living mountain is your man! The only problem is that he takes a year and a day to shift into top gear!

SOUNDS Rare has really gone to town on the game music. The crazy Disney tunes are different for each track in the game, and they all fit the bill perfectly. Your Game Boy Color never sounded so brilliant...

Mickey missiles

The Stateside raceways would n't be nearly as much fun without Ludwig Von Drake's loony inventions.

Scattered across each circuit are barrels which you'll need to smash through for some tasty weapons. As they cycle through, hit **A** to pick one. Then line up behind an opponent and nudge **X** to send it flying.



▲ **Weather Forecast** If you're having big trouble catching the others, this fierce storm cloud will slow them down. Now you can have 'em in their slipstream!

▶ **Trojan Horse** It might look like a harmless radio controlled car, but blast this baby and the toon in front will come a cropper as the explosive toy smashes into them.



▲ **Boomerang** This weapon is huge so, if you're close enough, you should hit every time. If you miss, beware as it bounces off the track sides.

▲ **Shield** For maximum protection, this ball is your man. Find one and they won't stand a chance as you bump them out of your path.

Easy right, easy left!

Don't be fooled by the cartoon circuits, though, as each one has some tricky corners and hazards along your route.

As you push your cart to the limit, it'll make or break your race if you don't keep an eye on the arrow box on screen.

Just before each corner, you'll get a warning of the direction the road bends, so get ready to turn the wheel.

Steer clear of the sides at all costs or you'll waste valuable seconds as you take ages getting your motor started again.



▲ As you speed up to a corner, your dashboard at the top will highlight which way the road turns. Quick, Goofy... hang a left!



▲ Get on the inside and you'll have the chance to nick ahead of the racer in front. See you later, Mickey!

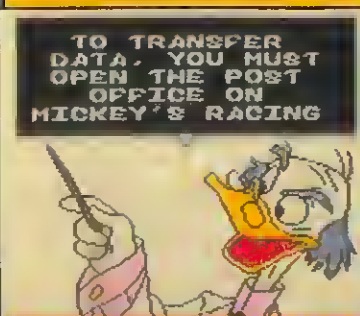
▲ Wayhey! Goofy might be a couple of bricks short of a house, but the old boy sure knows how to drive.

GAME LENGTH The other racers are tough to beat, even early on in the game, and extras like Driving School and link up races add to the Disney drivin' fun.

Special delivery

If you played Mickey's Racing Adventure to death on your GBC, you'll probably remember the Post Office on your travels.

If you were a little confused as to what the place actually did, all will be revealed thanks to Ludwig's fab new invention.



▲ Using the Infra Red port, you can send messages from the Post Office in Mickey's Racing Adventure.

Using the Infra Red port on the top of your Game Boy Color, you can now send a message to your pals.

To add to the fun, owners of a Game Boy Printer can open the Tour Journal and print snaps of the places they visited.



▲ In addition, you can pick your favourite pic from the Tour Journal, your log book of every race.



◀ Select the one you want and you can print it out on your Game Boy Printer to show your chums your ace picture.

GAME SCORE

Nintendo
OFFICIAL MAGAZINE

Mickey's second GB Color racer and just as good as the first. Fun all the way and glistening with Disney magic, go on you know you want to join Mickey and the gang.

SCORE 91%

The Lion King Simba's Mighty Adventure

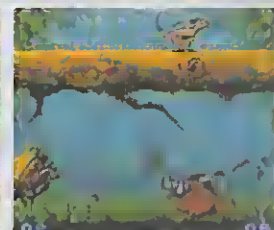
By Activision Price £24.99 Game Link ✓
Infra Red X Game Boy X Game Boy Color ✓

What it's about Disney's animation spectacular roars onto your Game Boy Color as you lead Simba across the Pride Lands against Scar and his cronies. Escape a stampede and watch as the ickle cub grows into the lion king. Link up for a game of Tag and play some fun games with Timon and Pumbaa.

We think There's definitely a rumble happening in the jungle on your portable pal! Compared with other shoddy cartoon platformers this has plenty of variety, lush graphics and sticks close to the plot of the extravagant Disney films. The Lion King's got plenty of bite and is definitely Lord of the Jungle in our book. Go get some!



▲ Don't miss three bugs in this game of tennis or Pumbaa will win!



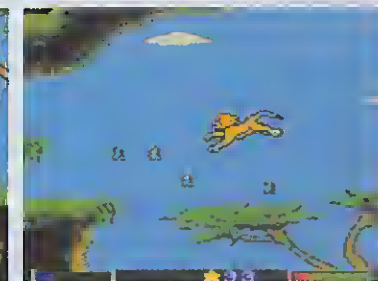
▲ Pumbaa's feeling peckish, so keep eating the grub Timon drops.



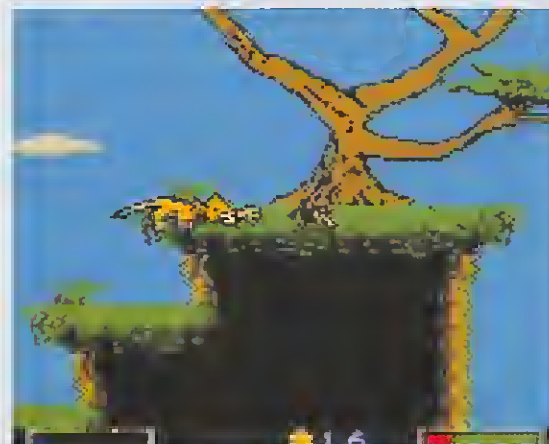
▲ Snatch the worms who pop up from the ground, but keep an eye on Pumbaa 'cos he's hungry and will eat anything that wiggles.



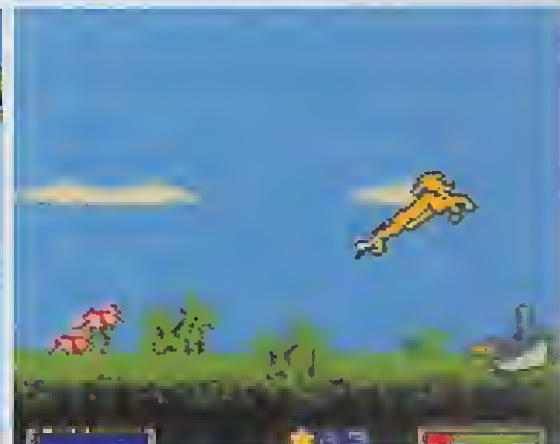
▲ Scattered around each level are five amulet pieces. They are hard to find, but collect them all to unlock an end of level game. Go Simba!



▲ You'll start the game as a young Simba, but you'll soon grow up as you progress through the levels. You'll even get to meet Kiara!



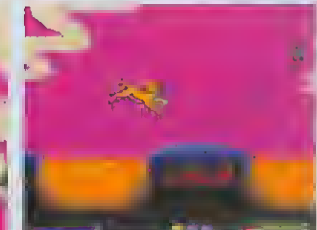
▲ Simba might be a small cub, but he can attack using his sharp claws. Just crouch down and let the little critters have it before they move in.



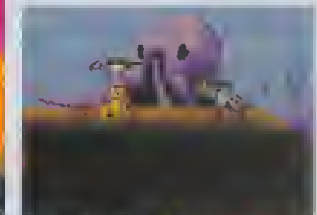
▲ At the end of the first level you'll meet Zazu. Hide in the grass and when he swoops, run and pounce. Leap on him three times to win the game.



▲ This giant hippo loves to wallow in the glorious mud. Jump on his back to safely reach the other side.



▲ Simba's movement in the Lion King is very impressive. Just watch him go!
▲ Vicious vultures and hyenas are at every turn in the Elephant Graveyard.



GAME SCORE 88%

Scooby Doo! Classic Creep Capers

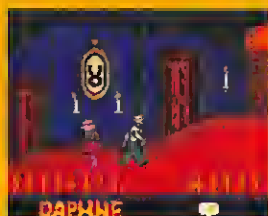
By THQ Price £24.99 Game Link X
Infra Red X Game Boy X Game Boy Color ✓

What it's about You have to help Scooby and the gang catch villains and solve mysteries in a creepy mansion. The game plays like Resident Evil, and you have to explore dozens of rooms looking for clues to solve a series of puzzles.

We think This is great! The puzzle action begins easily, weaving you into the story. But the tasks soon get harder, offering players a tough challenge. The game's got a great sense of humour, too, and Scooby will keep you chuckling.



▲ The levels are linked by high quality cut scenes, each of which is packed with cheesy cartoon humour.



▲ Check out Fred's crazy flares! It may be 2001, but Scooby and his pals are still stuck in the 70s!



▲ Hmmm, those library books look interesting. A closer look will reveal the code to enter a secret lab.



▲ As you walk around, interesting things are highlighted. You can then choose to examine or take the item.



▲ Each gang member explores the mansion alone, except for Scooby and Shaggy who stick together.



▲ The game begins outside the mansion. The Mystery Machine has run out of petrol... again!



▲ You can swap between characters at any time and solve pesky puzzles in different parts of the mansion.



▲ Cut scenes like this often give you vital clues which will come in useful later in the adventure.



GAME SCORE 87%

Dukes of Hazzard Racing for Home

By Ubi Soft Price £24.99 Game Link X
Infra Red X Game Boy X Game Boy Color ✓

What it's about The good ol' boys are back! You have to complete a series of driving missions which lead to the Hazzard County Race, where the Dukes can win money to buy Jesse's farm from Boss Hog.

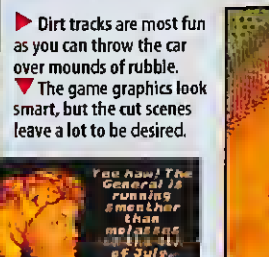
We think It's easy to control the General Lee, and the gameplay's fast and furious. The computer cars are thick, though, so older players will breeze through the game. But it's still a fun racer.



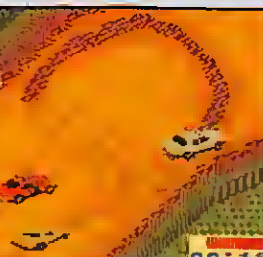
▲ Make sure you steer clear of the Hazzard Sheriff, Rosco P. Coltrane.



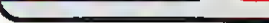
▲ Keep your foot glued to the gas or you'll see this game over screen.



▲ Dirt tracks are most fun as you can throw the car over mounds of rubble.



▲ The game graphics look smart, but the cut scenes leave a lot to be desired.



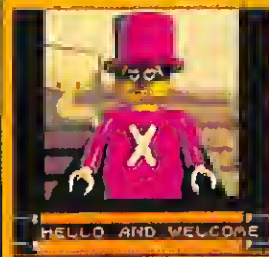
GAME SCORE 83%

Lego Stunt Rally

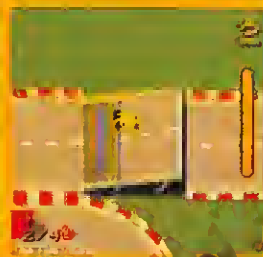
By Lego Media Price £24.99 Game Link X
Infra Red X Game Boy X Game Boy Color ✓

What it's about This is a racer with a difference. As well as competing against the computer, you can build your own stunt courses from scratch, experimenting with cool daredevil loops and perilous ramps.

We think You don't steer! Your car follows the courses, and you hit A to accelerate, B to change lanes and the D Pad to use power ups. The track generator's too fiddly, and the computer cars are thick!



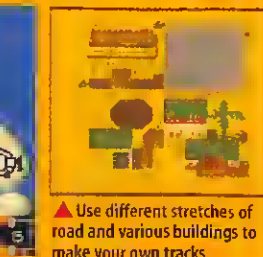
▲ Meet Mr X. If you want to beat the game, you'll have to race this fiend.



▲ The tracks feature daring jumps and corners. Pity they're no fun!



▲ Races are staged across various arenas, including a desert and an ice world.



▲ Use different stretches of road and various buildings to make your own tracks.

GAME SCORE 62%

Legend of the River King 2

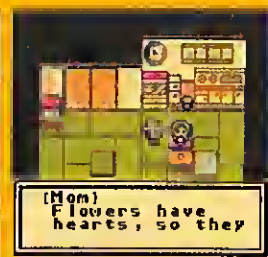
By Ubi Soft Price £24.99 Game Link ✓
Infra Red X Game Boy ✓ Game Boy Color ✓

What it's about A gem which controls nature has been stolen by the Mountain and Sea Gods, who've both changed into the biggest fish in the world. It's your job to catch both these rogues!

We think An RPG in the Harvest Moon mould, but not as much fun. Harvest Moon's easy to get into, but it takes a long time to get hooked on River King. If you like Zelda AND fishing, you'll love this!



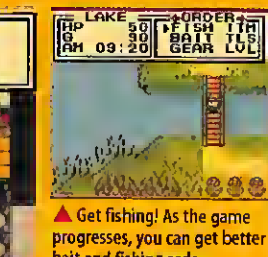
▲ You can catch bugs and trade them with Harvest Moon players.



▲ Speaking to everyone will get you vital information and dues.



▲ River King 2 is a strange one. Here, our hero finds a house full of talking foxes...



▲ Get fishing! As the game progresses, you can get better bait and fishing rods.

GAME SCORE 77%

Powerpuff Girls Bad Mojo Jojo

By Ubi Soft Price £24.99 Game Link ✓
Infra Red X Game Boy X Game Boy Color ✓

What it's about Mojo Jojo has broken into Professor Utonium's lab, and created super weapons to destroy Townsville. Now Blossom and her sisters must track down the evil genius.

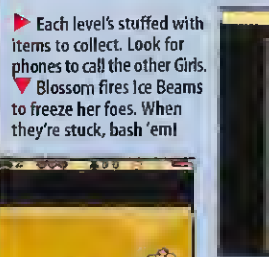
We think For what we think, take a look at the other Powerpuff review... both games are virtually identical! They play in the same way, except for different locations and villains. Don't buy both of 'em!



▲ One of Blossom's first tasks is to find Professor Utonium.



▲ The Girls have to save innocent bystanders in each level.



▲ Each level's stuffed with items to collect. Look for phones to call the other Girls. Blossom fires Ice Beams to freeze her foes. When they're stuck, bash 'em!'.

GAME SCORE 76%

P'uff Girls Paint Townsville Green

By Ubi Soft Price £24.99 Game Link ✓
Infra Red X Game Boy X Game Boy Color ✓

What it's about In this Powerpuff Girls game, Buttercup takes the starring role. Her mission is to save Townsville from the evil Gangrene Gang, using her power punches and laser vision to batter the baddies. The game's basically a side scrolling beat 'em up, with platforms to bounce between and bucketloads of items to collect.

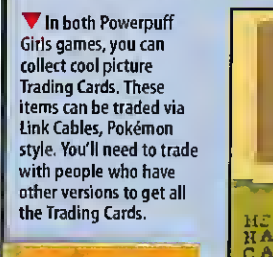
We think The controls are incredibly easy and intuitive, so Powerpuff fans will have fun getting to grips with Buttercup's awesome moves. However, the collecting 'n' fighting action does become a little repetitive, and the baddies and levels all look the same after a few goes. If you're a Powerpuff Girls fan, this game's certainly worth a look.



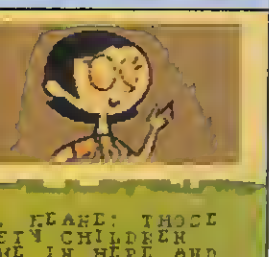
▲ Hey, who wrote that graffiti on the wall? The Powerpuff Girls might smell, but only of sweets, honey and other nice things...



▲ To make your Powerpuff Girl fly, hold B on your GB pad. However, when the red power bar hits zero, your Girl will start to fall.



▲ In both Powerpuff Girls games, you can collect cool picture Trading Cards. These items can be traded via Link Cables, Pokémon style. You'll need to trade with people who have other versions to get all the Trading Cards.



▲ Cut scenes like this link the missions, and they feature all your favourite characters from the Powerpuff Girls cartoon show.

GAME SCORE 76%

▼ Blam... Crash... Ker-pooooow! If it's high speed, cartoon fighting action you're after, the Powerpuff Girls have got it covered.



GAME BOY COLOR Official Tips

✓ We promise that every single tip and cheat has been tested by our team of Nintendo experts. They will only tell you tips, hints and cheats that they know really work and that's guaranteed.

Mario Tennis

Smashing tennis tips to get you started

It'll be game, set and match to all your sports mad Game Boy owners out there with these awesome tennis tips.

The excellent Story mode is bursting with secrets and goodies to find around the Tennis Academy, so let's go and check them out...

SELECT RACKET

Large Racket

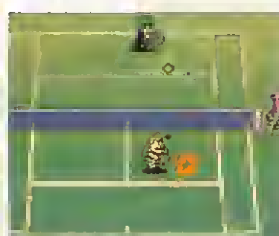
Serve	-1	Stroke	-1
Spin	-2	Angle	+2
Placement	+1		

Increases control.
Lowers power and spin.

▲ **Large Racket** For better ball placement and angles, you'll need this mean piece of equipment. Just beat the Junior champion and pop along to the repair counter in the Training Centre. You'll find the Large Racket there.



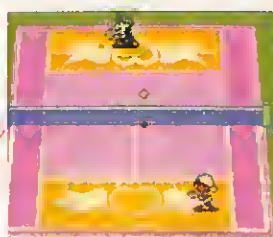
▲ **Play as Pam** Unlocking this all round wonder woman in Exhibition mode is dead easy. Just beat the Junior Singles champ in Mario Tour.



▲ **Play as Bob** Should you be in need of some extra power in your shots, this guy's the man. Just beat him in Junior Singles and Bob's yours.



▲ **Unlock Curt** Once you've finished top in the Junior Singles competition, you can try unlocking this player. Just beat him in Senior Singles and he's yours.



▲ **Castle Court** To unlock Peach's arena you'll need to score more than 60 points in Shooting Star Challenge. Make sure your shots are accurate!



▲ **Tropics Court** Keep your eye on the ball and get ready to shift it on Yoshi's court. Just score 60 points or more on Target Aim Challenge.

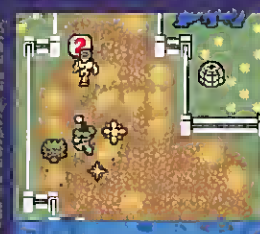
Buzz Lightyear Star Command

Levels unlocked. Good work, Space Ranger!

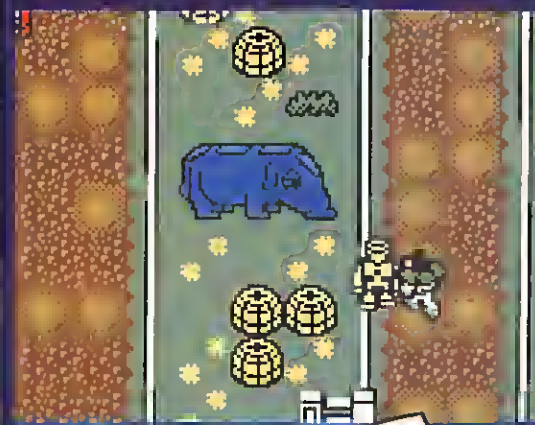
In this game you can explore the galaxy and blast baddies. But, if you're finding this game frustratingly hard, then you can skip to the next level with one of these cool codes.



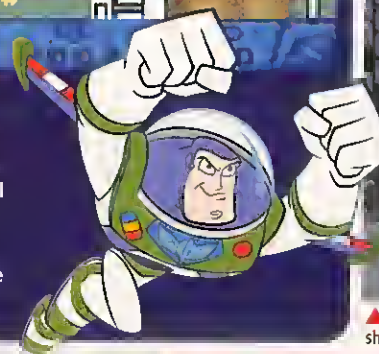
▲ Access level two by entering the code BBVBB. Enter CVVBB to access the third level. Input XBVBB to unlock the fourth level and YVVBB to get the fifth. Go cheat crazy!



▲ Getting to level six is easy! Just put in GBVBB. Level seven can be accessed with HVVBB. Level eight can be got with 3BVBB. For level nine, you have to input 4VVBB.



▲ For level ten, you should tap in LBVBB. Level eleven entry requires you to enter the code MVVBB. Level twelve can be entered with 7BVBB and, for the final level in the game, enter BVVBB. With these codes you'll soon breeze through the game and help Buzz Lightyear save the day! We won't tell anyone you cheated...



X-Men Mutant Wars

Fear a few... but trust our cheat codes!

With the awesome X-Men movie out to buy in the shops, you might be inspired to buy this Game Boy adventure.

But, if you're finding the quest too challenging, check out these level codes. They'll help you crack the game in no time.



▲ To open up level two of the game, enter 0KNG6HVB, while the password 0LNG6HXQ opens level three.



▲ Still want more? 0LNF7HYP will get you to level four and 0KPF7HZG will allow you to enter level five.

► For more X-Men fighting mayhem, try the ace code 1KPF7HOD which opens level six in the game, while entering 1KPG7H19 will allow you to have a crack at the tough level seven.



▲ Almost there! Tap in 1KPF7J2C for level eight. Finally, for level nine, you should enter 1KPF7J3L. Now the game is almost complete.

Official Nintendo Top 5 Tips

Here are this month's top five GB titles. Chances are that you'll have at least one of them, so check out the best tips...

F1 Racing Champ

Hold down **A**, **B**, **▶**, **▼**, **SELECT** from the start of the Game Boy Color screen until the end of 'Licensed By Nintendo' and you should be able to race Suzuki at night.

Pokémon Pinball



Play the Mewtwo Bonus board three times and then go to Indigo Plateau. When Mew appears, fight her over fifty times and she'll appear in your Pokédex.

Perfect Dark



Complete the Training mode through the main game and you'll unlock the Target Range mini game from the Extras menu. Time to polish your sharp shootin' skills.

Driver



To get to the last stage of Miami, enter Badge, Cone, Badge and Red Siren as the password. If you do this correctly, the Miami Vice inspired level will be yours.

X-Men Mutant Wars



Play as the beefy character Phoenix by pressing **▶**, **▼**, **▶**, **▼**, **▶**, **▼** as fast as you can on the title screen. You need to have very quick reactions for this to work.

Game Boy Test

If it's a Game Boy gadget, it's in Game Boy Test... simple as that!

Car journeys don't have to be boring, not with this pack, which contains headphones, a double link cable, a mini light and a cool travel pouch.

● In Car Game Boy Pack
● £19.99
● BBI



Send and receive e-mail with this piece of cutting edge technology.



● World Port
● £24.99
● Datel

● Home Game Boy Pack
● £16.99
● BBI

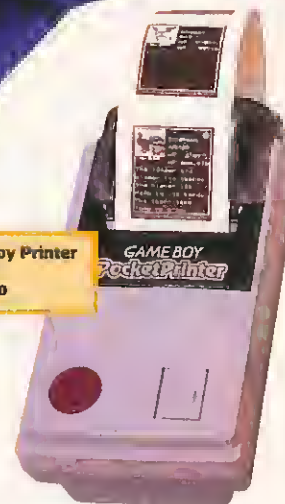


This package comes with a light magnifier, travel pouch, A/C adapter, link cable and battery pack. Nifty stuff.

● Carry Case
● £7.99
● ModCatz



● Game Boy Printer
● £49.99
● Nintendo



Keep your Game Boy and Pokémon games safe and sound in this top carry case.

Best GB games

Whatever floats your boat, we've got a game just for you! Every month we break down the best games into popular categories, so you've always got your eye on the best games.

Best platformer

£24.99



◀ Super Mario Bros. Deluxe
It's the GB version of the NES classic. Guide the super plumber against Bowser's evil hordes.

Best racer

£24.99



◀ Mickey's Racing Adventure
A scorching offering from Rare. Top notch kart racing that's better than most other driving games on Game Boy.

Best sports sim

£24.99



◀ Konami Winter Games
Bobsleigh, ski jump, speed skating and five other winter sports make this excellent value for money. Plays like a dream, too.

Best adventure

£24.99



◀ Harvest Moon 2
Farming is the new rock 'n' roll... you heard it here first! Be at one with the earth in this totally original Nintendo game.

The GB printer's perfect for printing pictures of your Pokémon in Gold & Silver.

Game Boy News

✓ We promise to bring you the best information on the Game Boy and GB Color. We tell you all the news before anyone else and all of our stories are guaranteed 100% correct by Nintendo.

KIRBY Tilt'n'Tumble™

• Kirby's back! • Awesome new Tilt feature • Ingenious levels and puzzles to solve

Game Info

By: Nintendo
Type: Action puzzler
Release: Early Autumn

new for
**GAME BOY
COLOR**



He's fat, he's round, he's rolling across the ground! Kirby's back, in one of Nintendo's hottest ever Game Boy Color creations...

As he's one of the biggest stars on Planet Nintendo, the Big N has pulled out all the stops to make Kirby's new adventure one of the best GB titles yet.

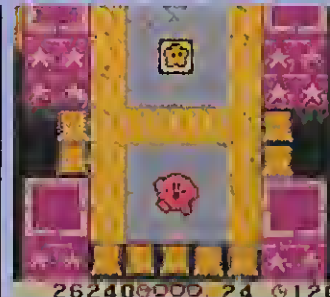
▼ The pukka pink puffball is back, GB nuts, in an amazing new portable pal experience!



Thanks to a new Tilt feature, you've got to actually MOVE your Game Boy to roll Kirby around, and flick it quickly to make him jump on baddies and grab items.

To help you out, Kirby can call on some handy moves including his cool fireball attack to wipe out baddies who stand in his way. No one stops the Kirbster!

▼ Your mission is to guide Kirby around the mazes, just by tilting your Game Boy Color.



▼ If you're going to beat the game, you'll need a steady hand. The game starts easily with wide platforms to cross but, by the end of the quest, you'll be rolling Kirby across perilous tightropes!



Above the clouds

Kirby's one cool customer, and high in the skies of Dreamland he leads a happy, contented life with not a care in the world.

But all is not well. Kind Dedede is fed up with Kirby having a good time, and this villain wants to wipe the smirk off his face.

Using one of his magical inventions, Dedede has stolen the stars from the night sky, meaning Kirby's world will stay in daylight forever. All poor Kirby wants is a good night's kip, and it's your task to head out and rescue the stars from the evil king.



▲ Meet King Dedede, the evil ruler who's nicked the stars from the skies of Dreamland. Kirby's met this unsavoury character many times over the years, and he's always managed to win the day!



▲ If you want to kill a bad guy, you have to flick your Game Boy quickly as you stand beside them. If Kirby hits them from below, the bad guy will disappear and possibly leave a useful item behind.



▲ Don't look down! Don't tilt your Game Boy Color too much or you'll fall to your doom. You'll need a steady hand and nerves of steel if you're going to complete this awesome adventure.

Magical moves

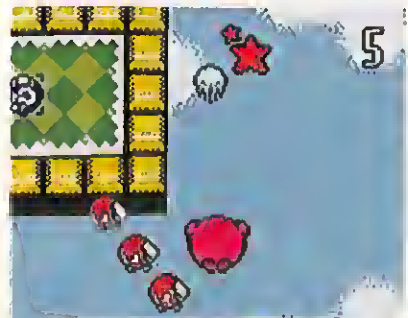
The pink blob's new adventure is like nothing you've ever played before on your portable pal.

Using the new Tilt feature you'll be turning, rolling and screaming at the screen to push Kirby around the mad mazes.

Some stages are played on two levels, and you'll need to flick your GB as you roll under a hole to make Kirby spring through the gap. One false move and Kirby falls to his doom!

You'll also need impeccable timing. Miss platforms and Kirby will fall into a bottomless pit, costing you a valuable life.

► Controlling Kirby as he rolls around the levels is a great laugh. Just make sure you don't come a cropper and fall off the edge.



▲ He might be a little on the chubby side, but Kirby can leap across gaps to reach stars on the other side.



▲ There are spooky goings on in Kirby's adventure. Make sure you steer clear of those ghosts.



▲ Special buttons on the ground will shoot you across pits, meaning you don't have to jump the gap.

We think...

Kirby's definitely back with a bang! Nintendo is always coming up with ingenious creations, and this is simply mind blowing. The controls are like nothing you've ever experienced before and, with a mad challenge to boot, this is going to be a Game Boy Color classic.

BLAG FEST

The Easter Bunny might be leaving chocolate eggs at your door, but you could win something even better in Blag Fest this month...

TV time

Lay down your Gold and Silver adventure and turn on your telly 'cos we've got some top new Pokémon videos to win. Thanks to Warner Home Video we've got five copies of The Sisters of Cerulean City and Poké Friends, but only if you can answer this Poké puzzler correctly. Here goes...

Q What's the name of the Game Boy Advance Pokémon quest?

- (A) World (B) Rainbow
(C) Aqua Marine



I tawt I taw a pudgy tat!

Tweety Pie's adventure on Game Boy Color was a right hoot and we've laid our hands on some fab goodies thanks to the top bods at Warner Home Video. We've got five copies of Tweety's High Flying Adventure and the Game Boy game to win. Good luck!

Q Who is the strange looking Martian in the hilarious Looney Tunes cartoons?

- (A) Marvin (B) Martin (C) Michael



Pack up your Poké

So you've got Pokémon Gold or Silver right? Do you wanna keep your Skarmory snug as a bug in a rug? Then this is the compo for you! Thanks to BBI we've got five Gold and Silver carry cases to win. So get your Master Trainer's hat on and get to work...

Q Who is the Mahogany Town Gym Leader?

- (A) Bugsy (B) Pryce
(C) Morty



How to win ►

- 1 Write your answer on a postcard or the back of a sealed down envelope.
- 2 On one side, write the answer to the compo, your name, age and home address.
- 3 On the other side, mark it with the compo name and our address:
Nintendo Official Magazine, EMAP Active, Angel House, 338-346 Goswell Road, London, EC1V 7QP
- 4 Tick a stamp, stick it on your entry and post it!